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Rocetti et al.

Relevance scale

1 Virtual reality, digital media, and computer games: The structuring of a wireless internet application for a music-on-demand service on UMST devices



~~Marco Roccetti, Vittorio Ghini, Paola Salomoni, Alessandro Gambetti, Davide Melandri, Mirko Praggese, Daniela Salsi~~

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing SAC '02**

Publisher: ACM Press

Full text available: pdf(858.84 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Developing enhanced wireless Internet applications is becoming one of the upcoming challenges for mobile radio networks operators. In this paper we introduce and discuss the general software architecture of a wireless Internet-based application we have designed and implemented to support the distribution of Mp3-based musical songs to UMTS devices. We have examined the effects that Internet traffic has on the performance of wireless UMTS networks, due to the distribution of Mp3 files by means of ...

Keywords: UMTS, digital media on UMTS devices, music on demand, performance evaluation, wireless multimedia applications

2 Virtual reality, digital media, and computer games: Editorial message: special track
on virtual reality, digital media, and computer games



Daniel Ballin, Ruth Aylett, Marc Cavazza

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing SAC '02**

Publisher: ACM Press

Full text available: pdf(161.55 KB) Additional Information: [full citation](#), [index terms](#)


³ A product location framework for mobile commerce environment



Karlene Cousins, Upkar Varshney

July 2001 **Proceedings of the 1st international workshop on Mobile commerce WMC '01**

Publisher: ACM Press

Full text available:  pdf(372.17 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Recent advances in wireless networking, mobile technologies, and applications have led to

the emergence of mobile commerce. As many of these applications require location tracking of products, users, and services, support for location management has become a major issue in m-commerce. Although some progress has been made in adding location support in business to consumer (B2C) m-commerce, very little work has been done towards addressing these issues in the business to business (B2B) environm ...

Keywords: B2B framework, location management, mobile commerce, wireless networking

4 The integration of computing and routine work



Les Gasser

July 1986 **ACM Transactions on Information Systems (TOIS)**, Volume 4 Issue 3

Publisher: ACM Press

Full text available:  pdf(1.73 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Most computing serves as a resource or tool to support other work: performing complex analyses for engineering projects, preparing documents, or sending electronic mail using office automation equipment, etc. To improve the character, quality, and ease of computing work, we must understand how automated systems actually are integrated into the work they support. How do people actually adapt to computing as a resource? How do they deal with the unreliability in hardware, software, or operati ...

Keywords: articulation work, computing and work, computing in organizations, integration of computing, multiagent systems, social analysis of computing, workarounds


5 Regular contributions: Lifetrak: music in tune with your life



Sasank Reddy, Jeff Mascia

October 2006 **Proceedings of the 1st ACM international workshop on Human-centered multimedia HCM '06**

Publisher: ACM Press

Full text available:  pdf(669.39 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Advances in sensing technology and wider availability of network services is beckoning the use of context-awareness in ubiquitous computing applications. One region in which these technologies can play a major role is in the area of entertainment. Particularly, context-awareness can be used to provide higher quality interaction between humans and the media they are interacting with. We propose a music player, Lifetrak, that is in tune with a person's life by using a context-sensitive music engin ...

Keywords: context, entertainment, mobile, music, sensors


6 Wireless home music broadcasting-modifying the NSLU2 to unleash your music!



John MacMichael

January 2006 **Linux Journal**, Volume 2006 Issue 141

Publisher: Specialized Systems Consultants, Inc.

Full text available:  html(15.59 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Don't trip over wires in your home just to listen to your MP3s. Attach a Roku Labs SoundBridge to a Network Attached Storage device to broadcast the music to your stereo.

7



Interactive television: new genres, new format, new content

Jens F. Jensen

November 2005 **Proceedings of the second Australasian conference on Interactive entertainment IE2005**

Publisher: Creativity & Cognition Studios Press

Full text available:  pdf(248.67 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

The aim of this paper is to discuss some of the main issues associated with interactive genres, formats and content in the context of interactive television (ITV). First, a set of new forms or categorizations of ITV will be presented. Second, the suite of interactive genres, formats and applications that currently constitutes ITV will be introduced and discussed. And third, some general conclusions concerning interactivity, television and the interactive user/viewer will be drawn.

Keywords: ITV advertising, Media Theory, T-commerce, art, design and media, cultural and media studies, digital television, electronic program guides, enhanced TV, games and betting, interaction design, interactive television, interactive, digital storytelling, internet at TV, networking (technical and social), new genres, new standards, personalized TV, the interactive viewer/user, video-on-demand

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